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About This Game

In East India Company, players will enjoy building the World's most powerful trading empire & engaging in vigorous battles in both single player & multiplayer modes, all within a breathtaking cinematic game environment.

Players will fight, manage, and rule nations from Europe to the Far East with eight nationalities to choose from: British, Dutch, French, Danish, Portuguese, Swedish, Spanish, and the Holy Roman Empire. Starting modestly, you will build your fleet, establish connections to far away countries, and keep the rivaling nations at bay. Choose from a wide array of ship classes, including a variety of transport and military vessels. Create diverse fleets and assign each of them specific trading routes.

Control and upgrade well situated ports as you form your strategy for domination.

Conflicts and wars are inevitable. When hostile fleets engage each other, the spectacular naval battles are fought from a real-time tactical level. Devastating broadsides are fired with a deafening roar and cannon balls tear through enemy ships and their crew. For greater tactical depth, command your ship and give independent orders to each of your fleets. Fight against the other

European powers to create a trading empire that will rule above all others in this groundbreaking strategy war game!

Features:

- Spectacular cinematic & epic naval battles
- 2 Command Modes: Give orders to all your ships in RTS or take the helm of a single ship in Direct Command-mode.
- Unique combination of war & trading
- State of the art diplomacy AI

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- 8 playable nations: England, France, Holland, Portugal, Denmark, Sweden, Spain & the Holy Roman Empire
 - Over 10 realistic ship types; from small sloops and cutters to East Indiaman and warships
 - Realistic yet fast-paced naval combat
 - Hire fleet commanders who will gain new skills & increase the abilities of your fleets
 - Take over ports & protect your shipping routes to create largest trading empire

Multiplayer (Internet or LAN):

- Up to 8 simultaneous players
- Player statistics tracked on the EIC game server
- Several game modes with single & team approach
- Raise your ranking by thwarting your opponents
- Head-to-Head missions are a true test of strategic skill

FIGHT!

- Use Military might to build your trading empire
- Command ships & fleets independently
- Wage war on the vast open sea
- Sink your rivals' ship or board them to take control

MANAGE!

- Hire fleet commanders to boost your fleet's abilities
- Use commander skills to give you an edge in battles
- Upgrade your ports with new buildings
- Buy & Sell goods
- Establish profitable trading routes
- Open diplomatic relations or declare War
- Negotiate tense political situation

RULE!

- Lead the most powerful company in history
- Take over colonies & expand your empire
- Use well modeled diplomacy to exert your power
- Conquer strategic ports
- Accomplish missions ordered by your company or the Crown

Title: East India Company
Genre: Strategy
Developer:
Nitro Games
Publisher:
Nitro Games
Release Date: 31 Jul, 2009

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Minimum:

OS: Windows® XP

Processor: 1.6 GHz Intel Pentium processor or equivalent AMD Athlon processor

Memory: 1GB

Graphics: 128 MB DirectX 9.0c compatible or better video card with pixelshader 2.0

DirectX®: 9.0c

Hard Drive: approx. 6 GB

Sound: DirectX 9.0c compatible sound card

English,French,German







Pretty cool if you're into age of sail naval warfare, pirates, or trading simulations.. Great game...

But sadly, following an update October 2016 none of the DLC works.

So would recommend purchasing elsewhere.

I would happily switch my recommendation if it magically started working again.

Having said that, I never did see any chimpanzees.... It's a good game but unfortunately the further into it you get, the more bugged it becomes until it is unplayable. It's a shame they haven't fixed it because it could give hours of entertainment.. Nice game, historically not correct (East India was a lot bigger those days) Nice trade quests , nice diplomatic scenes.. However , i was dissapointed by the ship battles,wich by that i set on auto resolve,and at that way capturing ships was no option!

I loved Sid Meiers Pirates , and Assassins Creed Black Flag, this one is third choice so far, because it lacks graphics, and there re so many more things they could have done in this game.. however, its for its price definatly a good buy !!

Really hope somebody develops a complete East India Company Game sometime !!!

. Game its great but DLC does not work. DONT BUY IT with dlc.. I own this game. Right NOW I can't find any of those games in my library. I thought they would always be visible, but I don't see them in any of my folders. I remember really enjoying and getting into this game, and intrigued by the battles ... but then at some point soon in every game it would start crashing after battles and I could never progress beyond a very short beginning. Never close enough to really get to know it intimately. Very heart-breaking. Such an "almost lover". "What could have been". If only we had been fated differently in this life, this game and I.. Don't believe all the negative hype about this game. While the game does increase in difficulty rather sharply (What Paradox Interactive game doesn't...?), It's a solid trade sim. The diplomacy system is well fleshed out and the tactics one must employ to slow the development of an opponents growth are fresh and varied. I don't know why everyone complains of save corruption or freezing... In 10 hours of play, I haven't experienced the slightest graphics issue. However, I can see the ship battles dropping Framerate for lesser computers.

All in all, not a bad game.

8V10

I love Paradox games but this is one of the best mainly due to the ease of entry. It's a simple to learn game, though I suspect like most Paradox games it'll be difficult to master.. Just started playing this after having it for some time (too long for a Steam refund, of course). I actually like the game. Its fun and interesting, and if there all there was, this would be a different review. The problem comes in when attempting to use any of the DLC, sold by Steam. They don't work in the Steam version. Digging into this, and looking at various sites, apparently it's a known issue which neither Steam, nor the original developer have, or will, address. They know it doesn't work and they don't care. Keep that in mind when considering the purchase of this game.. You either die a merchant or live long enough to become a warlord.. ran very slow : unable to access the DLC's

dissappointed...too much like other games of its type ...graphics were impressive. This game is quite buggy. Ever so often you are offered a mission to earn some "pounds" by way of missions. They spawn randomly and you can either decline them, as I would recommend, or accept them. If you accept the mission, you are given a short time frame. Far too short. Some missions didn't state a time frame, but failed me as I was trying to prepare for the mission.

The missions do not take in account that you are probably doing other things with your boats. I had a boat that just bought some goods from India and was on it's way back to the port. The mission was for me to buy a large amount of goods that could be found in Africa, so I accepted. The mission gave me one year to do this mission. By the time my boat had arrived back in port to unload the goods from India my mission had failed.

I couldn't unload the items from India to any location because I would have lost money. It's very limiting.

The game requires you to have your boat stop at ports, but allows ports to be taken over. This prevents you from using the ports to move your ships, less they take damage.

I find it weird that everyone uses, "Pounds" as currency. I played as the Holy Roman Empire and I doubt they used the British pound, although I could be mistaken. This seems like a mis chance of having a bit more complex system of currency.

The game is rather easy. When buying goods at home, you can nearly always sell them for a decent price in Africa, or a outstanding price in India. The opposite is true. In Africa most of the goods can be sold for a decent price in home port. India's goods are sold at extreme profits in home port. The game even tells you how much you would profit if you bought a good outside of home port and sold it back to home port.

This causes the game to be just, Buy stuff at home port, and sell them in India, allowing you to buy items in India and selling them at home port. Back and forth, ever so slowly. The game plays so slow. It gives you five times speeds. 0.5 Watching grass grow. 1 Lord of the Rings trilogy marathon. 2 A trip to the amusement park. 3 The time it took you to walk to the mall. And number 4 Why isn't this speed the first number?

The battles are worse. The ships move so slowly as well. I had been heading towards a small island desperately holding the d key to turn the ship. Instead it slowly turned enough to still ram into the island, which caused damage to the ship and it sunk. Let's just say I wouldn't want to captain these ships.

I understand that ships are realistically slow, but I am playing a video game. I want it to be exciting. A bit daring. I don't want to be slowly firing my slow recharge cannons, notice that I am headed towards danger and spend a good minute trying to turn the boat without success.

I just want to have fun.

With a repetitive game play, and just an over all slow clucky feel. I would not recommend this game.. Like trading games? Yeah I do too. Except this one's kinda generic and not that fun. I thought maybe you get a lot of cool views based on screen shots, something a little new maybe? No not really. IF you need a generic trading simulation, then buy it, if you already got like 10 or so like I do, then don't. Play Port Royale instead.

5 disappoints our of 10. Nice Old School game. Gameplay is huge, personally I had over 180 hours. Well ballanced trading system, better naval combat system. Big advantage is the fact that you can dirrectly command each one of your ships. All in all good game.. Lots of seafaring fun with all of it's parts. Like a lot of games it can be exasperating at times especially when your maxed out fleet loses to a wimpy faction. Not a whole lot of differences no matter what level you play at except on Easy you

don't have to worry that a port won't buy your cargo or that your homeport won't like any of their cargo.

There are 2 methods of combat. You can control all your ships in a high resolution graphic war or use Autoresolve that determines the winner. At first I used the graphic option but found that controlling 5 warships was a problem, especially since more often than not your surrounded by islands that will rip ships apart and the ships are not capable of sharp turns. The enemy of course is on the seaward side of the islands. Additionally your ships will not fire near as often as the enemy. If you put all the ships on auto except the flagship they will run right into an island and sink.

The skill your Captains receive for destroying enemy ships are pretty much useless. They can still be womped by a wimpy enemy and they will sooner or later.

The Galleon is a bit over rated in the game. It is a slow cumbersome ship more suited for cargo but the game lists it as a war ship. Back in those days a Scooner captained by an experienced captain could defeat one. The trick was to sail around behind them and hit them from behind. Another trick was to watch for the flash of the Galleon's cannon. Unlike shells of today it took a while for the cannon balls to reach you. You knew that the Galleon would be leading his target so a quick turn to the port or starboard would cause a miss. You didn't want to get hit by them even once!

When the Frigate came out most nations switched to it because it was faster and more maneuverable than a Galleon.

Enuf of the history lesson, lol. It's a fun game if you like strategy sea wars.. I really do love this game, the way you have to budget your money and buy more ships to trade more goods over time to make more money and eventually conquer India. The Politics between Companies is interesting along with dealing with pirates. Pirate hunting can be costly but the rewards are great, and be careful what you do as far as conquering India, because monopolizing one recourse can cause other companies to join forces against you. The ship to ship combat is fun, with the abilities experienced Admirals gain over time and the different kinds of ships. I like how buying Marines actually helps in combat as they fire muskets at other ships and are extremely useful during a boarding. A gem of a game for anyone who likes RTS Naval combat, and the direct control you can take of a single ship is very interesting and well done as well. All and all, a great game that for the \$10 Dollars is well worth it. Although, I do advise paying the \$15 dollars to get it with all the DLC as well. The pirate DLC is a blast, and Privateering as very mission based which is interesting as well, and the battle of the Trafalgar is a great challenge for all who think themselves up to it. It does have some issues as it is a bit old, but downloading some older software for drivers fixes this in under 10 minutes, and is worth the trouble, but is a drawback, for that I give this game a 7.5 - 8/10. Fantastic.. My game will no longer load. Unable to find an answer on any forum and Steam will not return it. I even tried a clean reinstall after an OS reinstall. Dont waste your money.

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